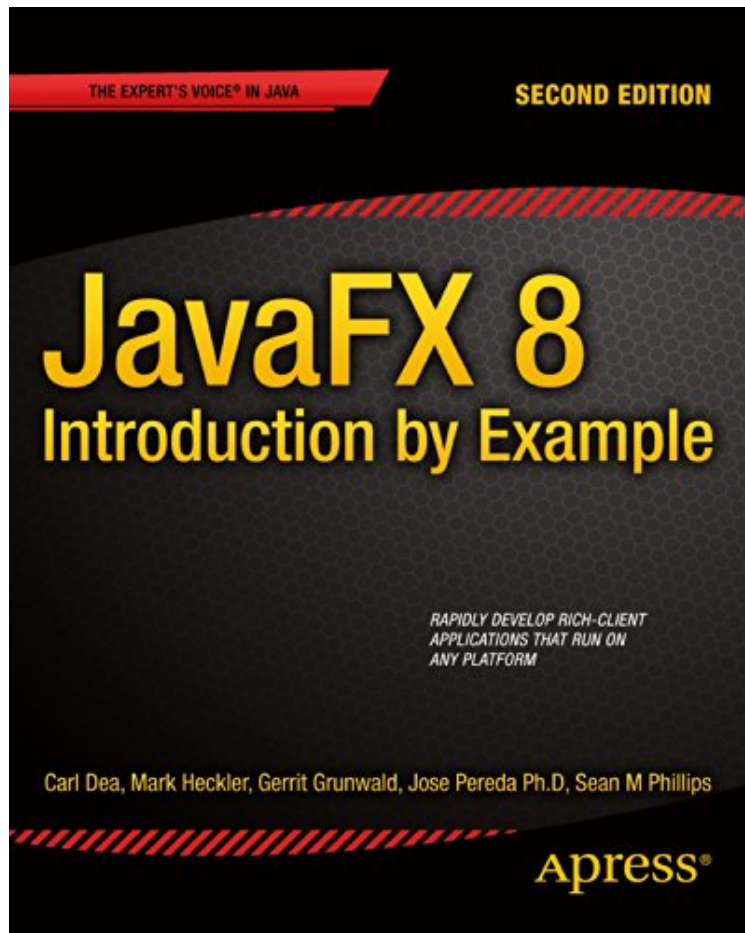


(Mobile library) JavaFX 8: Introduction by Example

## JavaFX 8: Introduction by Example

Von Carl Dea, Mark Heckler, Gerrit Grunwald, Jos Pereda, Sean Phillips  
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**Von Carl Dea, Mark Heckler, Gerrit Grunwald, Jos Pereda, Sean Phillips : JavaFX 8: Introduction by Example** before purchasing it in order to gage whether or not it would be worth my time, and all praised JavaFX 8: Introduction by Example:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Der Einband dieses Buchs...Von Barack Omaha... knnte auch der Titel "Die drei Fragezeichen von Enid Blyton" oder "Lieschen Miller lernt JavaFX" schmcken, mit JavaFX assoziiere ich jedenfalls etwas anderes als das was in dem Buch "gelehrt" wird.(Vorweg: am Ende der Rezension die Alternative zu dem Buch)Grnde warum ich das Buch als uerst unntz empfinde:- das Laden von Ressourcen wird nicht umfassend thematisiert (gerade was Beispiel-Coding hinsichtlich FXML bzw. das Laden von Stylesheets angeht, hinterlsst das Buch sehr zu Wnschen brig)- ebenso wird der Themenpunkt der Internationalization in keinster Weise behandelt- darber hinaus fehlen wichtige Verweise auf IDEs (Eclipse ist nicht die einzige Umgeben, in der man JavaFX programmieren kann - hier wren weitere Nennungen UND DEFINITIV ein Verweis auf den SceneBuilder wichtige Informationen)Warum die zwei Sterne?- Das Buch trgt

die Aufschrift "Develop ... rich-client applications using Java", dementsprechend gro waren meine Erwartungen. Erfüllt wurden sie nur sehr partiell um nicht zu sagen "fast gar nicht". Der mitgelieferte Beispiel-Code ist wohl auch für Java-Einsteiger verständlich. Etwas Vorwissen sollte allerdings vorhanden sein, um mit dem Inhalt klar zu kommen (das liegt meiner Meinung nach aber nicht am Buch, sondern generell an JavaFX). Bevor ich mich in weiteren Kleinigkeiten verliere, was mir an dem Buch nicht gefällt, verweise ich auf die von Oracle bereitgestellte "Ensemble-App" (eine Art Beispiel-Programm). Dort findet man annhernd 100% des im Buch enthaltenen Beispiel-Codings und kann es sogar "ausprobieren" ;) - und das sogar kostenlos! Beste GreMartin5 von 8 Kunden fanden die folgende Rezension hilfreich. Schlecht lesbar und rgerlich Von jenspeter Ich habe vor 2 Wochen begonnen GUI Applikationen mit JavaFX zu schreiben und nach einigen Erfolgen beschlossen es richtig zu lernen mit JavaFX zu arbeiten... also habe ich dieses Buch bestellt. Kurz zusammengefasst: o Die Druckqualitt ist schlecht, es geht hier um GUI und Graphik... aber alle Beispiele sind S/Wo Der Index ist nutzlos. Bislang habe ich keines der gesuchten Themen finden knnen (DragDrop, Images, Snapshots...) o Es gibt kaum Grundlageneinfhrungen o Viele lange Codebeispiele, schlechte Struktur Einzig für exotische Probleme (JavaFX auf Raspberry Pi) knnte es sinnvoll sein. Nachdem ich mich gergert habe und einige Wochen mit JavaFX gearbeitet habe, habe ich das Buch nochmal gelesen und bin jetzt weniger harsch: Die Autoren knnen Java programmieren und wissen wovon sie reden. Leider haben sie nicht viel Mhe auf gute Struktur verwendet. Das Buch hat mir letztendlich wenig geholfen. 0 von 4 Kunden fanden die folgende Rezension hilfreich. Gute Zusammenfassung Von Arno Bergmann Gute Zusammenfassung sowohl für Java 8 als auch für FX8. Buch ist gut gegliedert mit entsprechenden Beispielen. Kann ich nur empfehlen

Kurzbeschreibung JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics What you'll learn Install JavaFX 8 and configure your environment Work with touch-based interfaces such as in Windows 8 Interpret gesture-based events the Leap Motion Controller and similar hardware Integrate JavaFX with embedded systems such as Arduino and Raspberry Pi Develop modern GUI implementations of business forms Work with shapes, color, text, and animation Add audio and video to your projects Create custom controls using SVG and Canvas Learn to style a user-interface via CSS Communicate bidirectionally using Java and Javascript with HTML5 Who this book is for JavaFX 8: Introduction by Example is for Java developers who are interested in developing rich, client-side applications to run on PCs, phones, tablets, Arduino controllers, the Raspberry Pi, and more. Whether enterprise developer or hobbyist, anyone wanting to develop a polished user-interface from Java will find much to like in this book. Kurzbeschreibung JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics What you'll learn Install JavaFX 8 and configure your environment Work with touch-based interfaces such as in Windows 8 Interpret gesture-based events the Leap Motion Controller and similar hardware Integrate JavaFX with embedded systems such as Arduino and Raspberry Pi Develop modern GUI implementations of business forms Work with shapes, color, text, and

animation Add audio and video to your projects Create custom controls using SVG and Canvas Learn to style a user-interface via CSS Communicate bidirectionally using Java and Javascript with HTML5 Who this book is for JavaFX 8: Introduction by Example is for Java developers who are interested in developing rich, client-side applications to run on PCs, phones, tablets, Arduino controllers, the Raspberry Pi, and more. Whether enterprise developer or hobbyist, anyone wanting to develop a polished user-interface from Java will find much to like in this book.

ber den Autor und weitere Mitwirkende Carl P. Dea is a software engineer working for BCT LLC on projects with high performance computing (HPC) architectures. He has been developing software for 15 years with many clients, from Fortune 500 companies to nonprofit organizations. He has written software ranging from mission-critical applications to Web applications. Carl has been using Java since the very beginning and is a JavaFX enthusiast dating back to when JavaFX used to be called F3. He has been involved with open-source projects such as JFXtras and JDIC. Carl's passion for software development started when his middle school science teacher showed him the TRS-80 computer. His current software development interests are: rich client platforms (RCP), rich Internet applications (RIAs), Groovy, game programming, Arduino, mobile phones, and tablet computers. When he's not working, Carl and his wife love to watch their daughters perform at gymnastics meets. Carl lives on the East Coast in Pasadena (aka "The Dena"), Maryland. You can follow him on Twitter @carldea, and on LinkedIn at [www.linkedin.com/in/carldea](http://www.linkedin.com/in/carldea). Carl also blogs at [carlfx.wordpress.com](http://carlfx.wordpress.com).